

# ARMY SHEET OVERVIEW

Nationality Name

## IMPERIAL JAPANESE ARMY - 1943

### UNIT SECTION

Unit names and weapons

| UNITS                        | Type | Range | Combat Factors (CF) |         | TN | Attributes                      | BP |
|------------------------------|------|-------|---------------------|---------|----|---------------------------------|----|
|                              |      |       | Base                | Armored |    |                                 |    |
| Pistol (Nambu)               | B    | 0     | 1                   | 0       | 6  | Leader, +2 Close Combat (sword) | 0  |
| Rifle (Arisaka Type 38)      | B    | 1     | 1                   | 0       | 6  |                                 | 1  |
| SMG (Type 100)               | B    | 0     | 3                   | 0       | 6  | Leader                          | 3  |
| LMG (Nambu Type 99)          | B    | 2     | 1                   | 0       | 6  | Area (2)                        | 3  |
| Grenade Discharger (Type 89) | B    | 3     | 2                   | 0       | 7  | Area (3)                        | 3  |
| Mortar 81mm (Type 97)        | B    | 4     | 3                   | 1       | 7  | Area (4)                        | 4  |
| HMG (Type 92)                | B    | 3     | 3                   | 1       | 6  | Area (3)                        | 5  |
| Anti-Tank rifle (Type 97)    | B    | 1     | 1                   | 1       | 7  |                                 | 2  |
| Flamethrower (Type 100)      | B    | 0     | 3                   | 1       | 6  | Ignore Cover                    |    |
| Type 95 Light Tank «Ha-Go»   | A    | 2     | 1                   | 1       | 5  | Area (3), Vehicle               |    |
| Type 97 Medium Tank «Chi-Ha» | A    | 2     | 1                   | 2       | 6  | Area (3), Vehicle               |    |

### EQUIPMENT SECTION

| EQUIPMENT       | Range | Combat Factors (CF) |         | Notes    | BP  |
|-----------------|-------|---------------------|---------|----------|---|
|                 |       | Base                | Armored |          |   |
| Grenades        | 0     | 1                   | 1       | Area (3) | 5x Grenades: 1 BP.<br>Max two grenades per Unit |
| Type 99 AT Mine | 0     | 0                   | 2       | Morale   | 5x Mines: 1 BP.<br>Max one Mine per Unit        |

#### [Patrol Table] (RP: -1DRM)

- (0) Enemy: Rifle in COVER on previous Stripe
- (1) Enemy: Rifle HIDDEN on previous Stripe
- (2-3) Enemy: 2x Rifle on previous Stripe
- (4) Enemy: 3x Rifle on previous Stripe
- (5) Enemy: Rifle + SMG on previous Stripe
- (6) Enemy: Rifle (with one Grenade) + SMG

#### [Tank Table]

- (1-4) Type 95 (Ha-Go) Light Tank
- (5-6) Type 97 Medium Tank
- Put the tank on the previous Stripe
- (1-5) Type 97 Anti-Tank rifle, Rifle with two Anti-Tank Grenades
- (6) 3x Rifles with two Anti-Tank Grenades each

#### Patrol Table

Used to generate an Enemy Patrol (random encounter) during a Mission. The selected unit(s) will be deployed following the instructions included in this table.

#### [Full Squad Table]

- Create three groups:
- G1. Squad Leader: Pistol (Nambu), Gunner: LMG (Nambu Type 99), Riflemen: Rifle (Arisaka Type 38) with one Grenade
  - G2. 3x Riflemen: Rifle (Arisaka Type 38)
  - G3. 3x Riflemen: Rifle (Arisaka Type 38) with one Grenade each

#### Full Squad Table

Used to generate an Enemy squad during a Mission. The Squad is divided in three groups: each group is then deployed following the instructions on the Mission sheet.

**Build Points: 10**

#### Anti-Tank Team Table

Used to generate an Enemy Anti Tank team during a Mission. The selected unit(s) will be deployed following the instructions on the Mission sheet.

#### Tank Table

Used to generate an Enemy Tank during a Mission. The selected unit will be deployed following the instructions included in this table.

**Build Points(BP) available to create yourSquad**

# UNIT ROSTER

## FRIENDLY ROSTER

| ID | NAME | STATUS | NOTES |
|----|------|--------|-------|
|    |      |        |       |
|    |      |        |       |
|    |      |        |       |
|    |      |        |       |
|    |      |        |       |
|    |      |        |       |
|    |      |        |       |
|    |      |        |       |
|    |      |        |       |

## ENEMY ROSTER

| ID | NAME | NOTES |
|----|------|-------|
|    |      |       |
|    |      |       |
|    |      |       |
|    |      |       |
|    |      |       |
|    |      |       |
|    |      |       |
|    |      |       |
|    |      |       |
|    |      |       |

## TURN TRACK

|    |    |    |    |    |
|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  |
| 6  | 7  | 8  | 9  | 10 |
| 11 | 12 | 13 | 14 | 15 |

## NIGHT RANGE TABLE

Roll 1d6\*

- - ■ : Range zero (same Stripe)
- - ■ : Range 1
- + : Range 2

\*Flares! Event: +2DRM

## RECOVERY

- 3+ to remove Suppression
- Veteran: +1 DRM

## RECON POINTS

- Reroll 1d6
- +2 DRM Attack Roll
- Ignore Terrain Cover (Vehicles)
- 1 DRM to Enemy Entrance Tables

## GAME TURN

- Group Creation
- Friendly Units Activation
- Enemy Presence Check
- Enemy Forces Activation

## UNIT ACTIVATION

Roll 3 Action Dices

- - ■ : No Action
- - ■ : One Action Point (AP)
- : One Bonus Action Point (BAP)

## Available Actions

- Moveone Stripe (\*gain 1RP)
  - Moveto Terrain Feature (\*gain 1RP)
  - Take Cover
  - Redeploy
  - Fire (\*+1DRM)
  - Flanking Fire 2 AP
  - Recovery (\*Leader not required)
  - Overwatch (\* no -1DRM)
  - Close Combat (\*+1DRM)
  - Hide
  - Spot (\*+2DRM)
  - Cover Fire (\*+1DRM)
  - Remove Barbed Wire (\*+ 2DRM)
- \* Spend one BAP

## COMBAT MODIFIERS

- Terrain: ? TN
- Cover Marker: +1 TN
- Flanking Fire:
  - +1 DRM (vs Foot)
  - +2 DRM (vs Vehicle)
- Leader direction: +1 DRM
- Overwatch: -1 DRM
- Veteran: +1 DRM
- Attacker is Suppressed: -1 DRM
- Grenade: +2DRM (see rules)

## CLOSE COMBAT

- 1 Unit equipped with a LMG, HMG, Mortar, FT or Anti-Tank
- 1 Unit is Suppressed
- 0 Unit equipped with a Rifle
- +1 Unit equipped with a SMG or Assault Rifle
- +1 Unit equipped with a pistol
- +1 Group on a Building (Defender)
- +1 Group receiving a TN Bonus from Terrain (1<sup>st</sup> Round) (Defender)
- +1 Group with more Units
- +1 Group with more Veteran

# IMPERIAL JAPANESE ARMY - 1943

| UNITS                        | Type | Range | Combat Factors (CF) |         | TN | Attributes                      | BP |
|------------------------------|------|-------|---------------------|---------|----|---------------------------------|----|
|                              |      |       | Base                | Armored |    |                                 |    |
| Pistol (Nambu)               | B    | 0     | 1                   | 0       | 6  | Leader, +2 Close Combat (sword) | 0  |
| Rifle (Arisaka Type 38)      | B    | 1     | 1                   | 0       | 6  |                                 | 1  |
| SMG (Type 100)               | B    | 0     | 3                   | 0       | 6  | Leader                          | 3  |
| LMG (Nambu Type 99)          | B    | 2     | 1                   | 0       | 6  | Area (2)                        | 3  |
| Grenade Discharger (Type 89) | B    | 3     | 2                   | 0       | 7  | Area (3)                        | 3  |
| Mortar 81mm (Type 97)        | B    | 4     | 3                   | 1       | 7  | Area (4)                        | 4  |
| HMG (Type 92)                | B    | 3     | 3                   | 1       | 6  | Area (3)                        | 5  |
| Anti-Tank rifle (Type 97)    | B    | 1     | 1                   | 1       | 7  |                                 | 2  |
| Flamethrower (Type 100)      | B    | 0     | 3                   | 1       | 6  | Ignore Cover                    | 4  |
| Type 95 Light Tank «Ha-Go»   | A    | 2     | 1                   | 1       | 5  | Area (3), Vehicle               |    |
| Type 97 Medium Tank «Chi-Ha» | A    | 2     | 1                   | 2       | 6  | Area (3), Vehicle               |    |

| EQUIPMENT       | Range | Combat Factors (CF) |         | Notes    | BP  |
|-----------------|-------|---------------------|---------|----------|---|
|                 |       | Base                | Armored |          |   |
| Grenades        | 0     | 1                   | 1       | Area (3) | 5x Grenades: 1 BP.<br>Max two grenades per Unit |
| Type 99 AT Mine | 0     | 0                   | 2       | Morale   | 5x Mines: 1 BP.<br>Max one Mine per Unit        |

## [Patrol Table] (RP: -1DRM)

- (0) Enemy: Rifle in **COVER** on previous Stripe
- (1) Enemy: Rifle **HIDDEN** on previous Stripe
- (2-3) Enemy: 2x Rifle on previous Stripe
- (4) Enemy: 3x Rifle on previous Stripe
- (5) Enemy: Rifle + SMG on previous Stripe
- (6) Enemy: Rifle (with one Grenade) + SMG

## [Tank Table]

- (1-4) Type 95 (Ha-Go) Light Tank
- (5-6) Type 97 Medium Tank

Place the tank on the previous Stripe

## [Anti-Tank Team]

- (1-5) Type 97 Anti-Tank rifle, Rifle with two Anti-Tank Grenades
- (6) 3x Rifles with two Anti-Tank Grenades each

## [Full Squad Table]

Create three groups:

- G1. Squad Leader: Pistol (Nambu), Gunner: LMG (Nambu Type 99), Riflemen: Rifle (Arisaka Type 38) with one Grenade
- G2. 3x Riflemen: Rifle(Arisaka Type 38)
- G3. 3x Riflemen: Rifle(Arisaka Type 38) with one Grenade each

**Build Points: 10**

# SPECIAL NAVY LANDING FORCES - 1943

| UNITS                        | Type | Range | Combat Factors (CF) |         | TN | Attributes                      | BP |
|------------------------------|------|-------|---------------------|---------|----|---------------------------------|----|
|                              |      |       | Base                | Armored |    |                                 |    |
| Pistol (Nambu)               | B    | 0     | 1                   | 0       | 6  | Leader, +2 Close Combat (sword) | 0  |
| Rifle (Arisaka Type 38)      | B    | 1     | 1                   | 0       | 6  |                                 | 1  |
| SMG (Type 100)               | B    | 0     | 3                   | 0       | 6  | Leader                          | 3  |
| LMG (Nambu Type 99)          | B    | 2     | 1                   | 0       | 6  | Area (2)                        | 3  |
| Grenade Discharger (Type 89) | B    | 3     | 2                   | 0       | 7  | Area (3)                        | 2  |
| Mortar 81mm (Type 97)        | B    | 4     | 3                   | 1       | 7  | Area (4)                        | 4  |
| HMG (Type 92)                | B    | 3     | 3                   | 1       | 6  | Area (3)                        | 4  |
| Anti-Tank rifle (Type 97)    | B    | 1     | 1                   | 1       | 7  |                                 | 2  |
| Flamethrower (Type 100)      | B    | 0     | 3                   | 1       | 6  | Ignore Cover                    | 4  |
| Type 95 Light Tank «Ha-Go»   | A    | 2     | 1                   | 1       | 5  | Area (3), Vehicle               |    |
| Type 97 Medium Tank «Chi-Ha» | A    | 2     | 1                   | 2       | 6  | Area (3), Vehicle               |    |

| EQUIPMENT       | Range | Combat Factors (CF) |         | Notes    | BP  |
|-----------------|-------|---------------------|---------|----------|---|
|                 |       | Base                | Armored |          |   |
| Grenades        | 0     | 1                   | 1       | Area (3) | 5x Grenades: 1 BP.<br>Max two grenades per Unit |
| Type 99 AT Mine | 0     | 0                   | 2       | Morale   | 5x Mines: 1 BP.<br>Max one Mine per Unit        |

## [Patrol Table] (RP: -1DRM)

- (0) Enemy: Rifle in **COVER** on previous Stripe
- (1) Enemy: Rifle **HIDDEN** on previous Stripe
- (2-3) Enemy: 2x Rifle on previous Stripe
- (4) Enemy: 3x Rifle on previous Stripe
- (5) Enemy: Rifle + SMG on previous Stripe
- (6) Enemy: Rifle (with one Grenade) + SMG

## [Tank Table]

- (1-4) Type 95 (Ha-Go) Light Tank
- (5-6) Type 97 Medium Tank

Place the tank on the previous Stripe

## [Anti-Tank Team]

- (1-5) Type 97 Anti-Tank rifle, Rifle with two Anti-Tank Grenades
- (6) 3x Rifles with two Anti-Tank Grenades each

## [Full Squad Table]

Create three groups:

- G1. Squad Leader: Pistol(Nambu), Gunner: LMG (Nambu Type 99), Riflemen: Rifle (Arisaka Type 38) with one Grenade
- G2. 2x Riflemen: Rifle (Arisaka Type 38), Grenade, Discharger (Type 89)
- G3. 3x Riflemen: Rifle (Arisaka Type 38) with one Grenade each

## Special Rules

**Close Combat Doctrine:** SNLF gets a +1 DRM to Morale Check to enter Close Combat.

**Elite:** The SNLF Leader is always considered a Veteran unit (Morale=2).

**Reinforcements:** Roll 1d6: (1-4) Line (5-6) Green.

**Build Points: 10**

# UNITED STATES MARINES - 1943

1935

| UNITS             | Type | Range | Combat Factors (CF) |         | TN | Attributes        | BP |
|-------------------|------|-------|---------------------|---------|----|-------------------|----|
|                   |      |       | Base                | Armored |    |                   |    |
| Rifle (M1 Garand) | B    | 1     | 1                   | 0       | 6  | Leader            | 1  |
| SMG (Thompson)    | B    | 0     | 3                   | 0       | 6  | Leader            | 1  |
| LMG (BAR)         | B    | 2     | 1                   | 0       | 6  | Area (2)          | 2  |
| Mortar: 60mm      | B    | 4     | 2                   | 0       | 7  | Area (3)          | 3  |
| Mortar: 80mm      | B    | 4     | 3                   | 1       | 7  | Area (4)          | 4  |
| HMG               | B    | 3     | 3                   | 1       | 6  | Area (3)          | 4  |
| Bazooka           | B    | 1     | 1                   | 3       | 7  | Anti-tank         | 2  |
| Flamethrower      | B    | 0     | 3                   | 1       | 6  | Ignore Cover      | 3  |
| M3A3 Stuart       | A    | 2     | 1                   | 1       | 6  | Area (3), Vehicle |    |
| M4A1 Sherman      | A    | 2     | 2                   | 3       | 7  | Area (4), Vehicle |    |

| EQUIPMENT | Range | Combat Factors (CF) |         | Notes    | BP  |
|-----------|-------|---------------------|---------|----------|---|
|           |       | Base                | Armored |          |   |
| Grenades  | 0     | 1                   | 1       | Area (3) | 6x Grenades: 1 BP.<br>Max two grenades per Unit |

## [Patrol Table] (RP: -1DRM)

- (0-1) Enemy: Rifle on previous Stripe
- (2-4) Enemy: 2x Rifle on previous Stripe
- (5) Enemy: Rifle + SMG on previous Stripe
- (6) Enemy: Rifle (with one Grenade) + SMG

## [Tank Table]

- (1-2) M3A3 Stuart
- (3-6) M4A1 Sherman

Place the tank on the previous Stripe

## [Anti-Tank Team]

- (1-6) Bazooka

## [Full Squad Table]

Create three groups:

- G1. Squad Leader: SMG (Thompson), Gunner: LMG (BAR), Riflemen: Rifle (M1 Garand) with 2 Grenades
- G2. Assistant Squad Leader: SMG (Thompson), 2x Riflemen: Rifle (M1 Garand)
- G3. 2x Riflemen: Rifle (M1 Garand) and one Grenade each

## Special Rules

**Elite:** The Marine Leader is always considered a Veteran unit (Morale=2).

**Reinforcements:** Roll 1d6: (1-4) Line (5-6) Green

Build Points: 10

# COMMONWEALTH

1936

| UNITS               | Type | Range | Combat Factors (CF) |         | TN | Attributes        | BP |
|---------------------|------|-------|---------------------|---------|----|-------------------|----|
|                     |      |       | Base                | Armored |    |                   |    |
| Rifle (Lee-Enfield) | B    | 1     | 1                   | 0       | 6  | Leader            | 1  |
| SMG (Sten)          | B    | 0     | 3                   | 0       | 6  |                   | 1  |
| LMG (Bren)          | B    | 2     | 1                   | 0       | 6  | Area (2)          | 3  |
| Mortar: 2 in        | B    | 4     | 2                   | 0       | 7  | Area (3)          | 3  |
| Mortar: 3 in        | B    | 4     | 3                   | 1       | 7  | Area (4)          | 4  |
| HMG                 | B    | 3     | 3                   | 1       | 6  | Area (3)          | 4  |
| PIAT                | B    | 1     | 1                   | 3       | 7  | Anti-tank         | 2  |
| Flamethrower        | B    | 0     | 3                   | 1       | 6  | Ignore Cover      | 3  |
| Cromwell            | A    | 2     | 2                   | 2       | 6  | Area (3), Vehicle |    |
| M4A1 Sherman        | A    | 2     | 2                   | 3       | 7  | Area (4), Vehicle |    |

| EQUIPMENT | Range | Combat Factors (CF) |         | Notes    | BP  |
|-----------|-------|---------------------|---------|----------|---|
|           |       | Base                | Armored |          |   |
| Grenades  | 0     | 1                   | 1       | Area (3) | 5x Grenades: 1 BP.<br>Max two grenades per Unit |

## [Patrol Table] (RP: -1DRM)

- (0-1) Enemy: Rifle on previous Stripe
- (2-4) Enemy: 2x Rifle on previous Stripe
- (5) Enemy: Rifle + SMG on previous Stripe
- (6) Enemy: Rifle (with one Grenade) + SMG

## [Tank Table]

- (1-2) Cromwell
- (3-6) M4A1 Sherman

Place the tank on the previous Stripe

## [Anti-Tank Team]

- (1-6) PIAT

## [Full Squad Table]

Create three groups:

- G1. Squad Leader: Rifle (Lee-Enfield), Gunner: LMG (Bren), Riflemen: Rifle (Lee-Enfield)
- G2. Assistant Squad Leader: SMG (Sten), 2x Riflemen: Rifle (Lee-Enfield)
- G3. 2x Riflemen: Rifle (Lee-Enfield) with one Grenade each

**Build Points: 10**